

# FIGHTER: REAPER – NO IMAGES

**R**EAPERS COME INTO BEING IN SEVERAL DIFFERENT ways. Some through a near death experience, some have actually died and been chosen by the Raven Queen to return to life as long as they serve. Others made a pact to save a loved one from the cold embrace. And very rarely, some have a parent who was adopted by the Anthropomorphic Personification of Death.

Reapers use the terrifying image of Death to devastating effect, and chase down those who would flee their mortal conclusion. For in the end, no one can escape death.

Some of your features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Save DC = 8 + your proficiency bonus + your Constitution modifier**

## DEATHLY PRESENCE

When you choose this subclass at 3rd level, you gain the use of the Thaumaturgy cantrip if you don't already have it.

## DEATHLY CHALLENGE (OPTIONAL)

At 3rd level, you gain Proficiency with one of the following Gaming Sets: dice or playing card set  
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## BONDED SYTHES

At 3rd level, you gain Proficiency with sythes. The scythes have the same in game statistics as glaives. You can spend an hour over a short rest to bond with a sythe. You can bond with 2 scythes at a time, but if you attempt to bond with a 3rd, you break the bond with one of the other ones (your choice). You can break a bond with a sythe at any time, no action required. If your bonded scythes are on the same plane of existence, you always know their direction, but not necessarily it's distance. You are aware if a bonded scythe is within 100ft of you, and if you have a free hand, you can summon it as a bonus action. It flies towards you in a straight line, but a strength saving throw Vs your save DC or a significant enough obstacle in its path will prevent this. This summoning can be done silently or can be accompanied with a crack of thunder and/or flash of lightning if you so wish.

## VISAGE OF THE REAPER

At 7th level, as a bonus action you can transform into The Visage of the Reaper for a select number of creatures. Choose a number of creatures up to your Proficiency bonus within 60ft of you that you can see; to them you reveal your appearance to be that of the Grim

Reaper, with skeletal body, a skull for a head and bedecked in a black hooded robe. At your DM's discretion you may use another culture's image of death - and this can be one you both make for the game. The creatures you Reveal the Visage to are considered Marked. To everyone else you appear as you would normally. While transformed and Revealing the Visage to any number of creatures, you gain the following benefits: You have advantage on intimidation checks to anyone who is Marked, even if they can't see you. You cannot be knocked prone, or if you are prone and then transform, it costs you 5ft of movement to stand up. Your form lasts for 1 min, and you have 2 uses of it per short rest. On subsequent turns you can use a bonus action to alter your appearance back to normal or to The Visage while still maintaining the benefits for 1 minute. Only after 1 minute has ended, does The Visage fully fade, and you would need to expend another use to use this feature to transform and Reveal the Visage again. You may choose to fully drop The Visage at any point, no action required.

## HANDSHAKE OF A STRANGER

At 7th level, your bonded sythes can become hidden via illusion magic. You can make them appear as an inconspicuous object of your choice, which needs to be something you can hold with one hand; for example but not limited to: a glass of ale, a cigar, or a candlestick. You can change the appearance of a bonded scythe as a bonus action while touching it. A successful Investigation Check as an action versus your save DC reveals its true nature. If a creature attempts to interact physically with your scythe they will only feel 1 foot of wooden scythe handle. It can magically fit anywhere a foot of wooden sythe handle could fit. If you reveal The Visage of the Reaper to a creature, you automatically reveal the object to be a sythe to them, however it remains hidden to anyone unaffected by The Visage of the Reaper. Attacking with the sythe will break the illusion, revealing it as a sythe to everyone. An illusion on a scythe remains on a bonded scythe even when it is out of your hand, but breaking a bond will break the illusion. This magic improves your bonded sythes, and they now count as magical for the purpose of overcoming resistances, when wielded by you.



## DEATH'S RICTUS GRIN

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At 10th level, you can turn to face Marked creatures and attempt to terrify them. After transforming while Revealing The Visage, as an action you can choose any number of Marked creatures that can see you, to make a Wisdom save against your save DC. Any creature that does not rely on sight is unaffected. If they fail the Wisdom save; they are Frightened of you and additionally they can only speak falteringly. Speaking falteringly means that any spells being cast with a verbal component must undergo a Constitution Saving Throw of DC 10 as if making a concentration check at the time of casting, and if they fail, the spell slot is spent, and the spell lost before it can take effect. A creature that can't see you when they cast a spell is not affected in this way, but is still Frightened. The creature can make a new Wisdom save at the end of each of its turns, if successful it is no longer Frightened, can speak again normally, and is immune to this feature for 24 hours. Alternatively, instead of using the Rictus Grin on several creatures, you can intently focus the Rictus Grin on 1 creature, if you choose to do this, it follows the same rules as laid out above, but instead of the DC 10 Constitution save needed to cast a spell with a verbal component, they must beat your save DC instead. The Rictus Grin feature is subject to concentration, and you must make concentration checks to maintain it as if you were concentrating on a spell.

## DEATH FOLLOWS

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At 15th level, as a bonus action you can disappear and reappear closer to your target in a blink of an eye. If target within 100ft, once per turn you can teleport up to 30ft away along the straight line formed between yourself and a Marked target. The line extends beyond the Marked creature. This teleportation can be done a number of times equal to your Proficiency bonus per day.

## DREAD MANIFESTATION

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At 18th level, you can attempt to inflict the symptoms of terror upon those who you have revealed the Visage of the Reaper to. As a bonus action, you can choose 1 creature who you have Marked, who makes a Constitution Saving Throw. A creature that is Frightened of you makes this roll at disadvantage. If the creature has previously failed this Saving Throw today, they make the Saving Throw at disadvantage. If they fail, they take 10d6 necrotic damage, or 1/2 as much on a success. You can use this feature 10 times per day. You regain all uses of this feature when you complete a long rest. If you reduce a target to 0 hit points, all physical inspection will result in the diagnosis of a heart attack, as will low level magic. Only a spell of 5th level or higher (such as an upcast Augury spell) or a successful Divine Intervention, will reveal the true cause of death.